

RE://JECT

Game Design Document

Version 1

Table of Contents

Table of Contents.....	2
Game Overview.....	3
Themes / Setting / Genre.....	3
Core Gameplay Mechanics (Brief).....	3
Targeted Platform.....	4
Project Scope.....	4
Game Time Scale.....	4
Team Size.....	4
Licenses / Hardware / Other Costs.....	4
Total Cost With Breakdown.....	4
Influences.....	4
Video Games.....	4
Punk Culture.....	6
The Elevator Pitch.....	7
Project Description (Brief).....	7
Project Description (Detailed).....	7
Core Gameplay Mechanics (Detailed).....	7
Asymmetric Team Roles.....	7
Stealth & Visibility Systems.....	8
Dynamic Weather Events.....	8
Territory Control / Environmental Interaction.....	9
Story and Gameplay.....	10
Story (Brief).....	10
Story (Detailed).....	10
Game Narrative.....	10
Game Aesthetic (Environment).....	10
Game Aesthetic (The Players).....	12
Audio.....	12
Gameplay (Detailed).....	13
Multi-Player Features.....	14
Team Structure & Communication.....	14
Servers & Based Day/Night System.....	14
Customization.....	15
Assets.....	16
2D.....	16
3D.....	16
Audio.....	17
Code.....	17
Animation.....	17
What Sets This Project Apart?.....	17
Why RE://JECT?.....	18



Game Overview

Themes / Setting / Genre

The game explores themes of class division, environmental collapse, rebellion, and the consequences of systemic neglect. Set in a near-future version of Earth, the planet has become a harsh, nearly uninhabitable wasteland due to humanity's ignorance toward climate change. In the wake of this collapse, the wealthy elite evacuated the Earth for refuge on a new planet. However, after encountering technical issues on their journey, they are forced to return, only to find that society has fractured, and those left behind have claimed the ruins as their own.

This world is depicted through a neon cyberpunk lens with a strong punk cultural influence. The environment is a blend of decaying futuristic cities, overrun by nature, and partially reclaimed by survivors. The game genre is a multiplayer third-person tactical shooter, featuring asymmetrical team-based gameplay and a focus on stealth and aggressive tactical play.

Core Gameplay Mechanics (Brief)

- **Asymmetric Team Roles:** Separated into two teams, the attackers and the defenders.
- **Stealth & Visibility Systems:** In the game map, thick fog reduces long-range vision, making sound detection crucial. Players must be aware of noises from running, gunfire, and environmental triggers.

- **Weather Events:** To reflect the impact of global warming, the game's maps feature unpredictable weather events that can alter the terrain and affect gameplay, introducing additional challenges and dynamic strategies
- **Territory Control / Environmental Interaction:** Allow players to influence the battlefield by using team-specific tools to gain strategic advantages and reinforce their identity within the world.

Targeted Platform

The game is primarily being developed for PC (Windows, macOS, Linux) to take advantage of flexible hardware configurations and advanced graphics capabilities. The targeted platform would provide the game to its users through established distribution channels such as itch.io, Steam, and Epic Games.

Project Scope

Game Time Scale

- TBS

Team Size

- TBS

Licenses / Hardware / Other Costs

- Adobe Illustrator
- Adobe Photoshop
- Adobe Substance Painter
- Blender / Maya
- Unreal Engine 5

Total Cost With Breakdown

- TBS

Influences

Video Games

- **The Finals (2023)**

- User Interface (UI):



The Finals has a clean but dynamic HUD design. One standout feature is the glitch effect that appears when a nearby bomb explodes. This effect could be adapted in RE://JECT to reinforce team perspectives and the world's unstable nature visually.

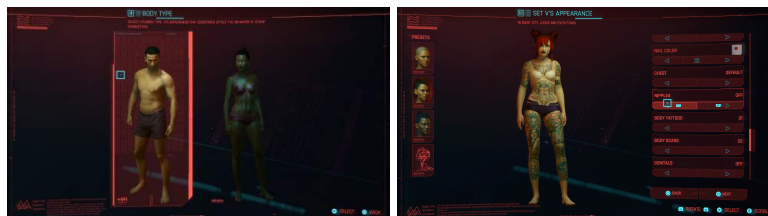
For example, since Attackers are remotely controlling robots, their HUD could include more digital distortions, glitches, or signal noise, especially during moments of impact or disruption. Defenders, on the other hand, would have a zine style to showcase their punk culture.

- Cyberpunk 2077 (2020)

- Environmental Design: Its world is filled with colored neon lighting, holographic screens, and tech-infused architecture, which aligns perfectly with RE://JECT's vision of a decayed, neon-lit Earth reclaimed by punk culture.



- Character Customisation: Extensive character customisation offers players the freedom to fully express themselves. For a punk-themed game like RE://JECT, this level of creative freedom is essential. It would allow players to reflect their personality and rebel identity through their clothing, body mods, colours, and accessories, further deepening the connection between player and faction.



- The Last of Us (2013)

The Last of Us games feature a post-apocalyptic environment characterised by the remnants of human civilisation, overtaken by nature. This characteristic would be a

good way to show the post-climate change impact on not only society, but also the environment.



Punk Culture

- **Creative Rebellion:** a movement built by and for individuals committed to doing things their own way, united in distrust of authority and mainstream culture.
- **Zine Culture:** Underground magazines became the voice of punk through a DIY process involving cut-and-paste layouts and hand-distribution. They featured band interviews, political rants, scene reports, and personal essays, serving as a crucial decentralised media source that amplified diverse voices within the punk community.
- **Ideology & Politics:**
 - Anti-authoritarianism: rejection of government, police, and corporations.
 - Anti-consumerism: resisting trends, capitalism, and mass production.
 - Feminist, anarchist, and anti-racist strains.
 - The tension between “purist” punks and commercialisation.
- **Fashion Evolution:**
 - Origins: UK street style, American thrift-punk, Vivienne Westwood.
 - Iconic elements: leather, mohawks, tartan, patches, boots.
 - Modern mutations: cyberpunk, pastel punk, punk-core aesthetics.
 - How fashion expresses rebellion and subcultural identity.
- **Punk Subgenres**
 - Music-based: hardcore punk, anarcho-punk, skate punk, post-punk.
 - Genre fusions: crust punk (metal), queercore (LGBT), horror punk (Misfits).
 - Punk beyond music: steampunk, cyberpunk, solarpunk as thematic evolutions.

The Elevator Pitch

In a world ruined by greed and abandoned by the powerful, two sides clash for control. Play as the elite returning to reclaim what was once yours, or join the rebellious survivors determined to defend their new home. This is a fast-paced, neon-drenched third-person shooter where every match is a high-stakes fight for the future of Earth.

Project Description (Brief)

The game is a stylish, team-based third-person shooter that pits two ideologically opposed forces against each other. With tight 10-minute matches, asymmetrical objectives, and a vibrant cyberpunk aesthetic wrapped in punk culture, players must use stealth, strategy, and aggression to either take back control or defend hard-earned freedom.

Project Description (Detailed)

RE://JECT is a multiplayer third-person shooter set in a ruined, neon-lit Earth overtaken by nature. Two opposing teams face off: the high-tech Attackers, representing the elite returning to reclaim control, and the rebellious Defenders, survivors who've built a rough, punk-inspired world of their own.

Each 7v7 match focuses on a single objective: attackers have 10 minutes to eliminate the defenders' leader, while the defenders must protect them using traps, stealth, and terrain control. The gameplay blends fast-paced shooting with team-based strategy and asymmetric roles.

Players will experience matches in varied lighting conditions through a day/night system, adding visual variety and shifting atmosphere to the world. The environment plays a key role, featuring elements like thick fog, destructible areas, and interactive objects such as barricades, graffiti points, and hackable terminals.

With its glitchy UI, reactive sound design, and strong punk aesthetic, RE://JECT delivers a bold, immersive experience that stands out through style, setting, and gameplay depth.

Core Gameplay Mechanics (Detailed)

Asymmetric Team Roles

Separated into two teams, the attackers and the defenders.

- **Attackers:** Control remote robots with advanced tech, like wall-scanning, drones, and thermal vision.
- **Goal:** Keep your leader alive.

- **Defenders:** Human fighters with handmade weapons, traps, and superior knowledge of terrain.
 - **Goal:** Kill the attacker's leader before the timer runs out.

Stealth & Visibility Systems

In the game map, thick fog significantly reduces long-range vision, making sound detection crucial. Players must be aware of noises from running, gunfire, and environmental triggers. Attackers can utilise thermal scans or special vision modes to see through the haze, while defenders can take advantage of the fog to set ambushes or evade incoming threats.

Dynamic Weather Events

To reflect the impact of global warming, the game's maps feature unpredictable weather events that can alter the terrain and affect gameplay, introducing additional challenges and dynamic strategies. Some examples of this are:

- **Toxic Rain**
 - Description: Acidic rain falls periodically due to decades of pollution and atmospheric decay.
 - Effect on Gameplay: Reduces visibility and slightly damages players caught outside. Players must seek shelter or activate protection gear.
 - Pros: Adds tension, forces repositioning, and promotes close-quarters combat indoors.
 - Cons: Can interrupt engagements and create slow moments if overused.
- **Flash Flooding**
 - Description: Old drainage systems fail during sudden storms, flooding parts of the map.
 - Effect on Gameplay:
 - Changes terrain mid-match, paths become inaccessible or new routes open up.
 - Can disable certain electronics (e.g., Defender's street-powered traps or Attacker drones)
 - Pros: Keeps the map dynamic and replayable. Adds environmental strategy, the high ground becomes more valuable.
 - Cons: Risk of confusing new players if layout changes aren't communicated clearly.

- **Extreme Heatwaves**

- Description: Solar radiation spikes during midday; the heat is unbearable in exposed areas.
- Effect on Gameplay:
 - Open areas become hazardous over time (gradual HP loss or HUD distortion).
 - Characters must move through shade or underground passages.
- Pros:
 - Drives players into tighter, more vertical parts of the map.
 - Enhances the narrative, Earth is truly hostile.
- Cons: It might feel punishing if too frequent or hard to escape from.

- **Electrical Storms**

- Description: Atmospheric instability causes lightning storms and electromagnetic pulses.
- Effect on Gameplay:
 - Temporarily disables electronic equipment: Attacker's HUD, Defender traps, communication.
 - Risky to be near high-tech gear or elevated areas.
- Pros: Adds dramatic moments and risk vs. reward decisions. Disrupts reliance on technology (especially Attackers).
- Cons: Can feel random or unfair if it hits during critical moments.

These weather events could impact the players differently depending on the team they were assigned to.

Territory Control / Environmental Interaction

Allow players to influence the battlefield by using team-specific tools to gain strategic advantages and reinforce their identity within the world.

- Defenders can use graffiti points, barricades, and local speaker systems (to distract or rally).
- Attackers can hack terminals to disable traps or locate the leader's last known position.

Story and Gameplay

Story (Brief)

In a future where climate change has made Earth nearly unlivable, the rich have fled the planet to escape the chaos. Years later, they return due to a failed mission, only to find that the world has moved on without them. Now, they face resistance from those who survived and reclaimed the ruins. The attackers want their world back. The defenders refuse to give it up.

Story (Detailed)

Game Narrative

The game takes place in a ruined cyberpunk Earth. After the wealthy left the planet to escape environmental collapse, the people who stayed behind formed new communities based on survival and rebellion. Years later, the elite return, but instead of coming themselves, they deploy advanced combat robots, controlling them remotely like a video game.

Players will be assigned a team:

- **Attackers:** controlling remote robot units in a mission to kill the defenders' leader within 10 minutes.
- **Defenders:** real people on the ground, protecting their leader and their home from being taken over.

Each match reflects this bigger war between control and resistance.

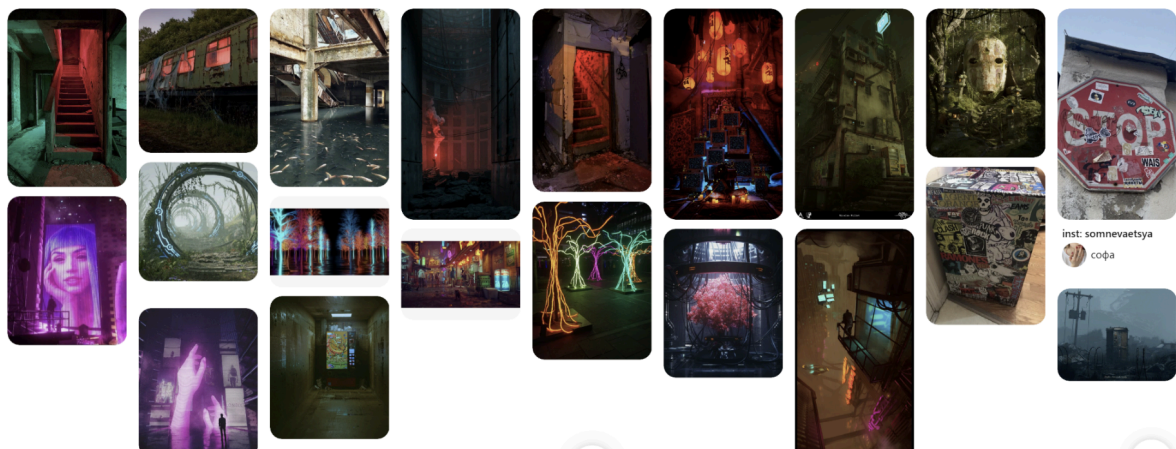
Game Aesthetic (Environment)

The game takes place in the defender's territory, which is set in a once visually overwhelming and hyper-commercialised environment like that seen in *New York's Times Square* or *Tokyo's Shibuya*. Massive digital screens dominate the skyline, broadcasting constant streams of imagery (ads, propaganda, entertainment) all designed to capture attention and control perception.



But just as punk culture has historically rejected and repurposed symbols of authority and consumerism, these screens in the game world have been hijacked by the punk subculture within it. Instead of selling products or reinforcing dominant ideologies, the screens now broadcast subversive messages, raw art, or glitchy anti-corporate manifestos. They become tools of resistance.

This mirrors how punk culture in the real world has often reclaimed public space and mass media aesthetics, through street art, zines, DIY fashion, and loud, aggressive music, to critique the very systems those spaces represent. In a place like *Times Square*, where corporate identity reigns supreme, punks might wheat-paste posters over ads or disrupt the narrative with graffiti. In the game, the screens become a battleground for identity, rebellion, and the fight for meaning in a world dominated by noise. Showing how the defenders feel about the attacker's decision to try to control once more the world they left to die.

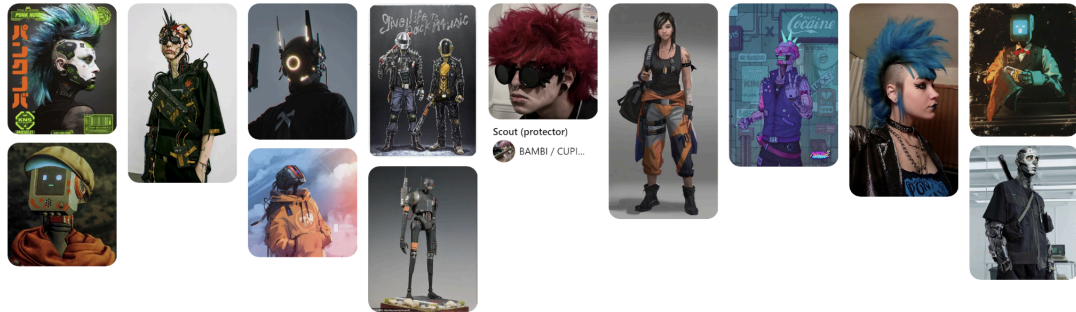


When the rich left, they took their money, their power, and their machines. What they didn't take was responsibility. With no one left to fund the fight against global warming, the Earth took back its cities, not as a gentle return, but as a wild, fierce reclamation. Because of this, the game world mixes cyberpunk technology with nature, which overtakes the city. A thick fog also overtakes the space, making the lights from these screens flow through the overgrowth and fog, guiding players.

Game Aesthetic (The Players)

The aesthetic of the character varies depending on the team the player was designated to. I will be using moodboards to represent this.

- **Attackers** are represented by neon blue. Their overall aesthetic is clean, futuristic robots, precise, and machine-like; however, they have been dressed to “fit” into the environment by wearing punk clothes.



- **Defenders** are represented by neon pink. Because of this, the game environment will heavily include these colours. They wear punk gear and tag their territory with graffiti, stickers and screens showing anti-elite messages. To show the effect of global warming on the residents, their clothing could incorporate something that shows this. ex: respirator masks or oxygen tanks.



Audio

Punk music blasts from speakers in the defenders' area, adding to the sense of rebellion. Environmental sounds (like drones, footsteps in the fog, and distant alarms) build tension. The audio changes slightly depending on which team you're on, reinforcing the mood and identity of each side.

- **Attackers**, since they are controlling robots remotely, hear a more filtered, robotic soundscape. Voices are distorted, movements have a synthetic edge, and the music (if any) is more clinical or barely present, reminding players they aren't truly there, just observing through a machine.

Gameplay (Detailed)

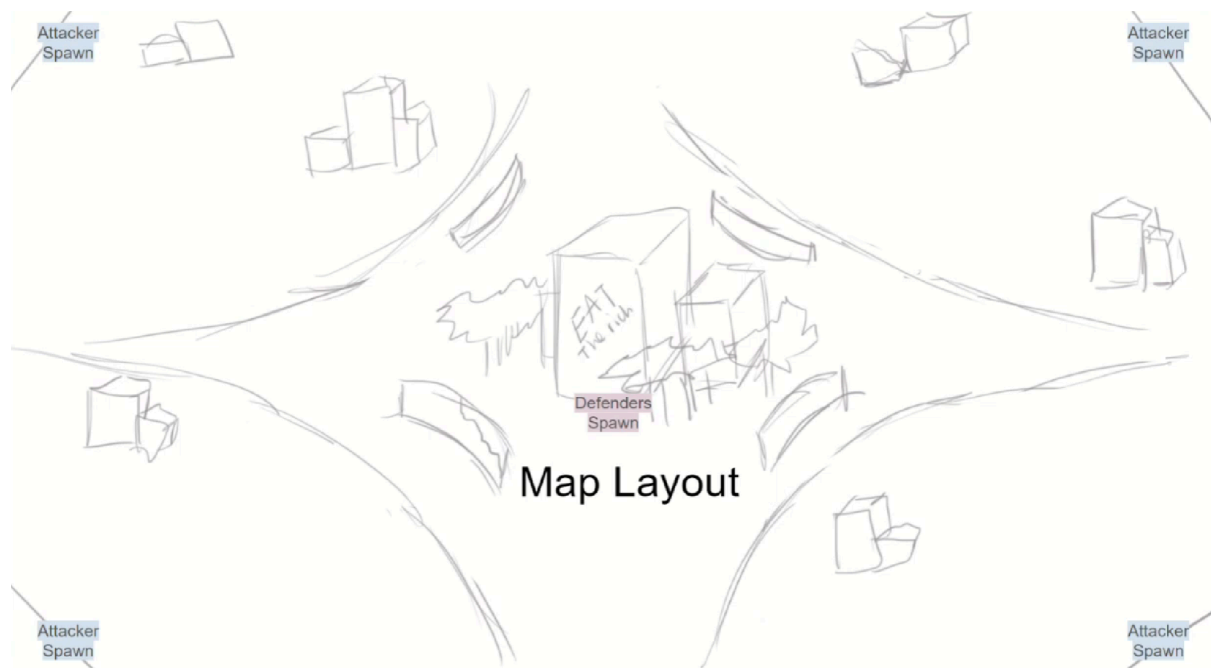
The game is set in a dystopian world where two teams battle it out in 10-minute matches. One team takes on the role of the Attackers, who represent a returning elite force, while the other team assumes the role of the Defenders, made up of survivors who have adapted to the harsh realities of a broken world.



The objective for the Attackers is clear but perilous: they must infiltrate the Defenders' territory and eliminate their leader before time runs out. Meanwhile, the Defenders have a crucial task: to protect their leader at all costs until the match concludes. This asymmetrical gameplay creates a dynamic environment where players must balance stealth and aggression.

The game's world significantly impacts how players approach battles. A heavy fog blankets the streets and alleyways, obscuring visibility and increasing tension. This environmental factor encourages careful movement and strategic use of stealth tactics, enabling players to execute ambushes or full-on assaults effectively.

Visually, the Defenders' territory is vibrant with punk iconography, anti-elite graffiti, and dynamic neon signage featuring rebellious slogans. The lighting varies depending on the time of day; during the day, the world is harshly sunlit, while at night, it is illuminated by a striking pink neon glow. This creates a noticeable contrast with the Attackers' blue-toned gear and technology.



In terms of gameplay mechanics, Defenders spawn at the centre of the map in their fortified base, designed to guide them into the battlefield naturally. Attackers spawn randomly at one of the four map edges with basic gear. They can upgrade their equipment by looting the

bodies of their fallen comrades, which adds an element of risk and reward. Randomised spawn points for Attackers enable Defenders to engage in reconnaissance to anticipate their approach.

When players are assigned to a team, they can choose specific roles that grant them unique abilities to support their objectives. For the Defenders, roles might include:

- Snipers for long-range attacks.
- Recon specialists to track Attackers' movements.
- Tech support, equipped with hacking devices that can be crafted using materials scavenged throughout the map, allowing them to hack into robotic foes.

The Defenders' team leader, who must be protected at all costs, is randomly assigned at the start of the match.

Multi-Player Features

Team Structure & Communication

Each match consists of two teams of 7 players, for a total of 14 players per game. Players can enter matches with friends via party matchmaking or solo by being auto-assigned to a team with random players.

The team structure can change depending on how play testers will react to the gameplay, the number of players per game or gameplay time might change. Thus, depending on whether players will be allowed to play on both teams per match, as 10 minutes to play on both sides might feel a bit too rushed and unfair.

To encourage teamwork and coordination, both voice chat and text chat are available for each team.

Servers & Based Day/Night System

In online multiplayer shooters, servers are the backbone of the gameplay experience. They handle all the important tasks behind the scenes, like tracking player positions, syncing actions (shooting, movement, abilities), and making sure everyone is playing in the same real-time environment. It would be ideal for a game like *RE://JECT* to use **dedicated servers** for a better player experience.

- **Dedicated Servers:** These are powerful machines hosted by the developer or a third party. They ensure smoother gameplay, better performance, and less cheating because the server controls all critical data. This is the standard for most modern competitive shooters (Call of Duty, Apex Legends, and VALORANT).

RE://JECT will use dedicated servers not only to host multiplayer matches and maintain smooth gameplay but also to support a dynamic day and night cycle based on real-world time zones.

Each regional server (e.g. London, New York, Tokyo) will sync the game's environment to its local time. That means when it's daytime in London, players connected to the London server will experience a bright, sunlit version of the map. When it becomes night in that region, the game map transitions to its nighttime version, with neon lighting and an intensified cyberpunk atmosphere.

This system adds variety and realism to the world without needing a constantly shifting cycle in each match. It also subtly reinforces the idea that the world of RE://JECT is persistent, living, and connected across global regions.

This feature not only adds visual diversity and immersion but also encourages players to explore how different lighting conditions affect strategy, visibility, and mood, especially with your stealth vs. assault gameplay.

Customization

Players will be able to customise two different characters, each representing one of the two teams you may be assigned to. In addition, players can customise their weapon skins.

These customisations can be acquired by:

- **DIY Currency System:** DIY Points are the game's customisation currency, used to unlock cosmetic items, such as skins, stickers, emotes, or graffiti tags. Players can earn DIY Points by:
 - Completing matches
 - Performing well in-game (kills, assists, use of special abilities, supporting the team)
 - Purchasing them through microtransactions (optional)

The number of DIY Points awarded after each match scales based on the player's individual performance and team contribution, encouraging active engagement rather than passive participation.

- **In-Game Finds:** Players could find scraps, zines, or patches in-game to build their look rather than buying it outright.

It is important to give players a choice other than microtransactions, as the game is rooted in punk culture, it's important to offer an alternative to paying real money. Punk communities often reject excessive commercialisation, valuing DIY ethics, accessibility, and anti-capitalist ideals. By including an earnable path (e.g., in-game currency or crafting with found items), you respect the audience's principles and ensure no one is locked out of self-expression due to paywalls.

Additionally, skins should reflect punk values:

- DIY aesthetics (scrap-built, hand-painted, mismatched)

- Customizable patches, slogans, or graffiti elements
- Authentic representations of punk subcultures, not just “punk fashion”

Additionally, with the use of regional servers, RE://JECT aims to go beyond technical functionality and support cultural representation in character customisation. Players will have the freedom to design characters that reflect not only their own ethnicity but also the punk subcultures tied to different regions of the world. Punk isn't a single look or style; it's a global movement with unique visual identities across cultures, from Japanese street punk to Latin American anarcho-punk to UK and US-inspired aesthetics.

Thus, by including region-specific in-game finds (like hairstyles, clothing, accessories, and visual details), the customisation system adds more variety and depth to the game's visual identity, while also supporting the individuality and creativity that punk culture is known for.

Assets

2D

Concept Art

- Character Designs
- Environment
- Weapons

User Interface

- Main Menu
- Pause Menu
- Character / Weapon Customisation
- Lobby
- Shop
- HUD

3D

- Player Characters
- Environment
- Weapons

Audio

Diegetic Sound

- Character Barks
- Character Movements
- Speaker Music

Non-Diegetic Sound

- Interactives (buttons, hotspots, clicks)
- Notifications

Code

- Player Blueprint
- Multiplayer System
- Shop
- User Interface
- Servers Functionality

Animation

- Character animations
- Environment Animation
- User Interface

What Sets This Project Apart?

This game presents a bold, rebellious vision of the future rooted in punk culture, a perspective rarely explored in mainstream media and games. Rather than leaning into the corporate-dystopia side of cyberpunk alone, it highlights the grassroots, anarchic spirit of those who refused to leave Earth. From the fashion and music to the graffiti and worldview, the game gives voice to a movement often erased in sci-fi. This cultural focus makes the world feel more authentic and alive and sets the project apart visually, thematically, and emotionally.

Why RE://JECT?

The name RE://JECT is a stylised take on the word reject, designed to look like a broken or glitched computer command, fitting the game's tech-heavy, cyberpunk world. The "RE" hints at doing something again, which reflects how the rich are trying to return and reclaim the power they once had. But the word as a whole (reject) captures the attitude of the defenders: they're refusing to let the same people who abandoned Earth come back and take control. The slashes "/" add to the idea of something hacked or unstable, reinforcing the punk theme of breaking systems and pushing back. Altogether, RE://JECT represents a world where those who were left behind are now rejecting the return of the elite and fighting to keep their freedom.